

13 GHOSTS

CAT. NO. 26-1927



Radio Shack

TRS-80

COMPUTER
PRODUCTS

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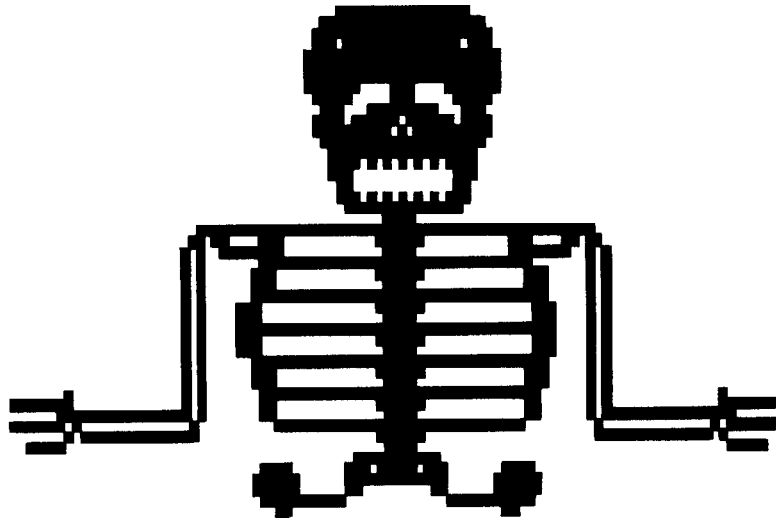
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13 GHOSTS



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Introduction

Out West, you are known as Ghost Exterminator Extraordinaire! Armed with a "Ghost Blaster," you are summoned to local towns to exterminate the ghosts that haunt the streets.

Upon your arrival in this town, however, you find that you have your work cut out for you. There are so many ghosts here that you must make several trips from the train depot to the haunted house, and back again, shooting ghosts as you go.

There are 13 ghosts, and they're trying to scare you to death! But you know from your previous exterminations that they can't hurt you. Or can they? In this town, an ominous skeleton, immune to your Ghost Blaster, waits to kill you at his first opportunity.

You'll be lucky if you make it out alive!

Required Equipment

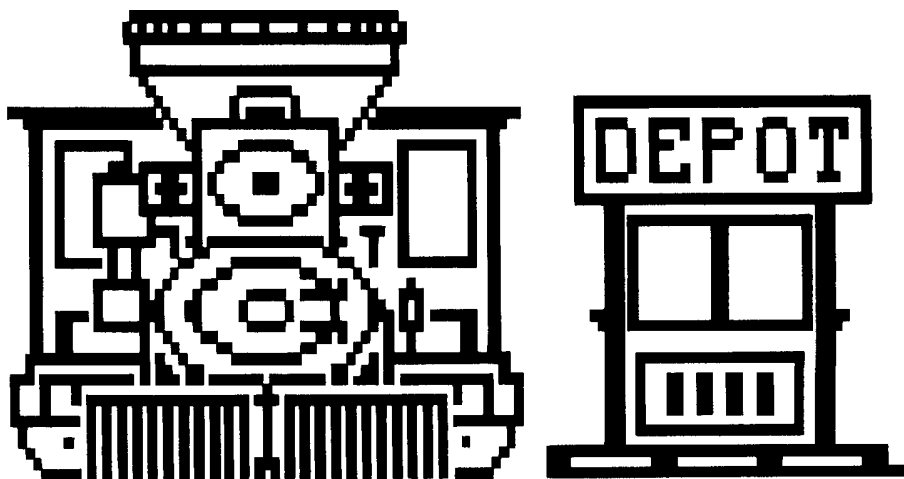
TRS-80 48K Model 4 Computer with at least one disk drive

Optional Equipment

A sound amplifier such as the Radio Shack Mini-Amplifier Speaker (Cat. No. 277-1008)

Backing Up Your Master Diskette

You should make a backup copy of your original diskette before you play 13 Ghosts. Use the backup to run the game, and store the original in a safe place. See the appendix for backup instructions.



How to Play the Game

If you want to hear the sound effects of 13 Ghosts, connect an amplifier to the cassette port of your computer. Turn on your computer system. Insert the 13 Ghosts diskette into Drive 0, and press the orange reset button on the right side of the computer.

At TRSDOS Ready, type GHOSTS **[ENTER]**. A copyright screen appears and the program plays a brief musical introduction. After the introduction the game screen appears; press any key except **[CLEAR]** to start playing 13 Ghosts. Or wait a few seconds and the program will begin a demo game. (Press **[CLEAR]** before you start playing a game to display the high scores screen.)

Your Ghost Blaster is represented by a blinking cursor. Use the arrow keys to move your Ghost Blaster.

Press the space bar to fire. No more than three shots can be in the air at one time. You can hold the space bar down to fire repeatedly, but it is not as fast as manual firing and slows the movement of the ghost blaster. Since each shot takes a moment to reach its target, try shooting slightly in front of your target to score a hit. Only a direct hit dematerializes a ghost.

Press **[P]** to pause during the game. Press any key to resume play.

Press **[CLEAR]** and **[BREAK]** together to restart the game.

Press the reset button to stop the game and return to TRSDOS Ready.

The Ghosts

Your journey begins as you step off the train. As you travel from the train depot to the haunted house and back again, use your ghost blaster to shoot as many ghosts as you can. For each ghost that escapes off the top or bottom of the screen, a more dangerous one takes its place. The ghost counter at the bottom right of your screen keeps track of the highest-numbered ghost you are chasing. The first four ghosts are waiting for you when you step off the train, so the game starts with the ghost counter on 4.

The laughing ghost is not a numbered ghost. It has a nasty habit of laughing at you as you journey through town. If you don't shoot it before it disappears, the laughing ghost awakens a more dangerous ghost.

Because the last ghost is so dangerous, when 12 ghosts have escaped, the display line at the bottom of your screen flashes to warn you. Once the ghost counter reaches 12, any ghost that escapes awakens the skeleton.



The Skeleton

Even though ghosts rematerialize almost immediately after they're shot, they can't hurt you unless they wake up the skeleton. There is no defense against the skeleton - it means sudden death.

Spiders

There is some relief – spiders. Ghosts are afraid of spiders. If you shoot a spider, the highest numbered ghost in the area is scared away (for now).

Watch out, though! When a spider crawls down its web, ghosts avoid the area. If some ghosts escape while a spider is on the screen, the new ghosts who replace them stay away until the spider is gone. Several ghosts may be lurking just out of sight, waiting to come after you when the spider climbs back up its web. The ghost counter cannot detect these lurking ghosts, so be careful!

Getting Through Town

Each time you shoot a ghost, you move a few steps further in your journey. The more dangerous the ghost, the more ground you gain.

Each trip between the depot and the house is one level of play. The level is shown in the bottom right corner of your screen. The ghost counter is reset at the end of each level, and you receive a brief musical respite before play resumes.

Each round trip (depot-house-depot) is a "situation" and has a different difficulty level, name, and visual effects. The first situation, THE DEAD OF NIGHT, is the easiest and takes place at night. The second situation, GOOD MOURNING, is more difficult than the first and takes place during the day. The other situations are left for you to discover. The name of the current situation is shown at the bottom of your screen.

After each four situations (eight levels), the ghosts use a completely different flight pattern. There are 32 levels. You need an exceptional amount of skill and luck to survive them all.



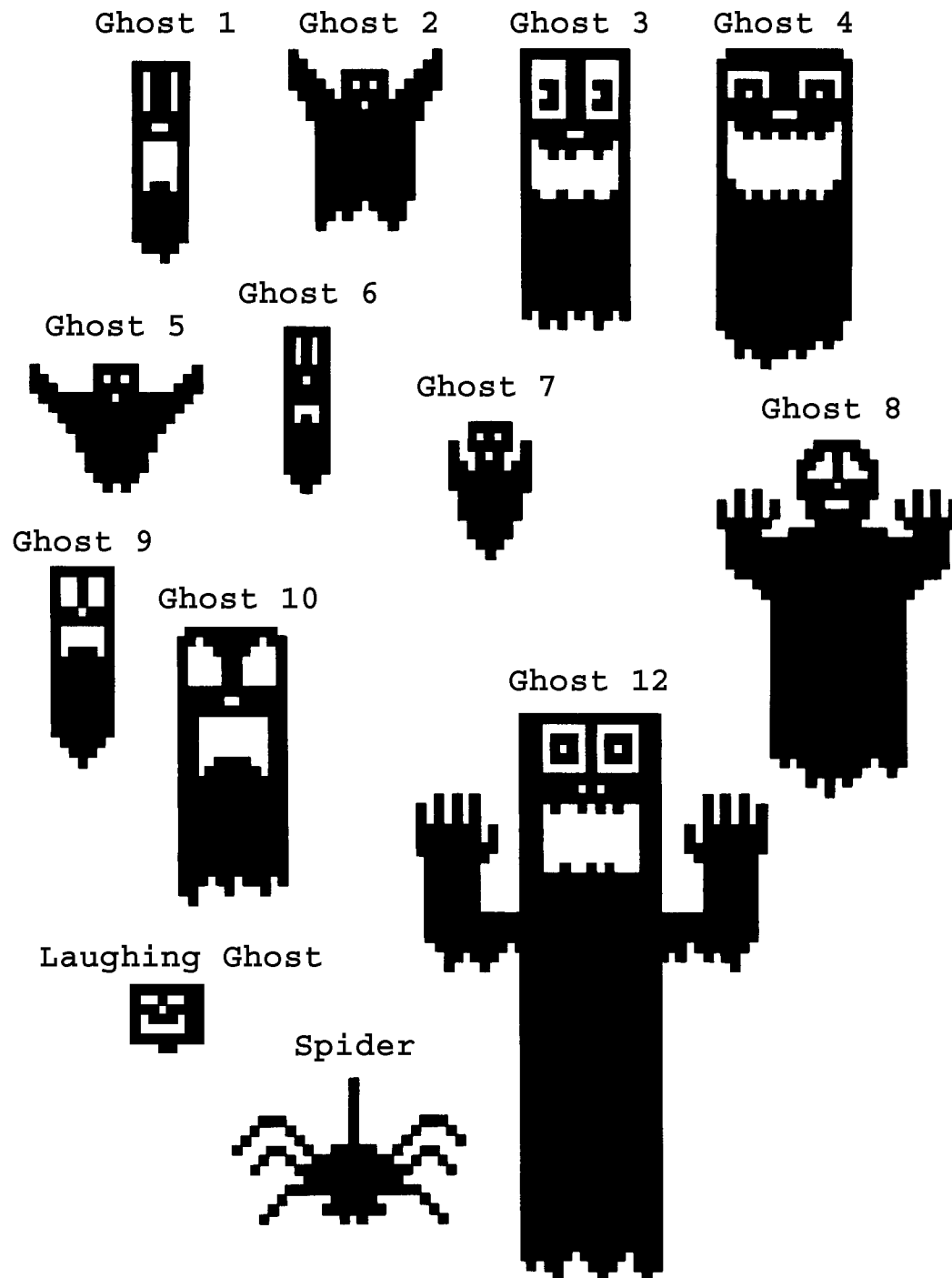
Scoring

In Level 1, each ghost is worth a score of 10 times the ghost's number. In Levels 2-32, each is worth 100 times its number, as follows:

Character	Level 1	Levels 2-32
Ghost 1	10	100
Ghost 2	20	200
Ghost 3	30	300
Ghost 4	40	400
Ghost 5	50	500
Ghost 6	60	600
Ghost 7	70	700
Ghost 8	80	800
Ghost 9	90	900
Ghost 10	100	1000
Ghost 11	110	1100
Ghost 12	120	1200
Spider	100	1000
Laughing Ghost	500	5000

Your score is displayed in the bottom left corner of the screen during play. At the end of the game, your final score and the level you reached are displayed. 13 Ghosts saves the top ten scores on your disk. If you have a top ten score, type your name when the program prompts for it, and press **ENTER**. If you wait too long, the game restarts without recording your name. If you played all 32 levels, an asterisk (*) appears next to your name. If you don't want to record your score, press **BREAK**.

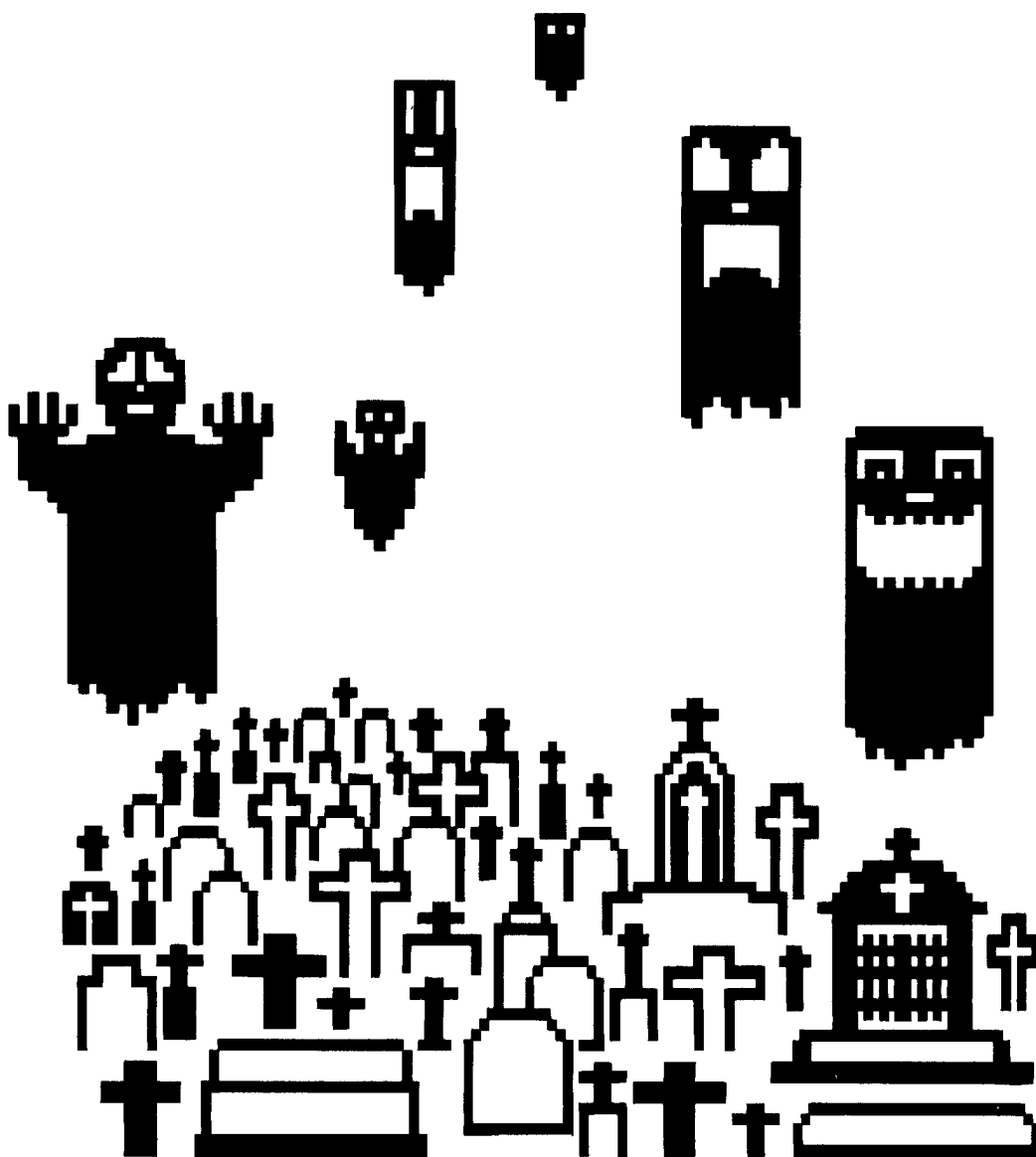


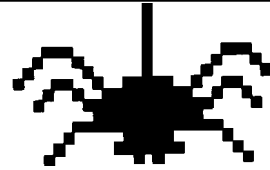


Advanced Player Strategy

If you let a few ghosts escape, the higher-numbered ghosts appear. Shooting these ghosts gives you more points and moves you further along in your journey.

If you arrive at the house or the depot with the ghost counter showing 12, you get a bonus trip! (If you have a sound amplifier connected, you'll hear a special bonus tune.) You **ZOOM** all the way to the other end of town, so quickly that ghosts don't have a chance to appear. During a bonus trip, you receive a score of twice the highest score possible if you had played the trip.





Appendix - Backup Instructions

Single Drive Systems

Follow this procedure exactly:

1. Turn on your system. Refer to your Disk System Owner's Manual for System Start Up procedures.
2. Insert the 13 Ghosts diskette in Drive 0, and close the drive door.
3. Press the orange reset button.

The screen shows:

You type:

Enter Date (MM/DD/YY)?

01/01/84
(for January 1, 1984)

Enter Time (HH:MM:SS)?

TRSDOS Ready

BACKUP :0 :0

SOURCE Disk Master Password?

PASSWORD

4. Insert your destination diskette (the blank diskette) in Drive 0, and press .

You may see:

Diskette contains DATA. Use Disk or not?

or

Do you wish to RE-FORMAT the diskette?

If the questions appear, type **Y** for each question.

5. After the diskette is formatted, insert the source (program) diskette, and press .
6. Insert the source and destination diskettes alternately in Drive 0, according to the Instructions on the screen.

When the backup is complete, the screen shows:

* * Backup Complete * *

7. Press the reset button. If the screen shows TRSDOS Ready, your backup was successful.

Multi-Drive Systems

Follow this procedure exactly:

1. Turn on your system. Refer to your Disk System Owner's Manual for System Start Up procedures.
2. Insert a new, blank diskette in Drive 1, and close the drive door.
3. Insert the diskette you wish to copy in Drive 0, and close the drive door.
4. Press the orange button.

The screen shows:

You type:

Enter Date (MM/DD/YY)?

01/01/84
(for January 1, 1984)

Enter Time (HH:MM:SS)?

TRSDOS Ready

BACKUP :0 :1

SOURCE Disk Master Password?

PASSWORD

You may see:

Diskette contains DATA. Use Disk or not?

or

Do you wish to RE-FORMAT the diskette?

If the questions appear, type **Y** for each question.

When the backup is complete, the screen shows:

* * Backup Complete *

5. Remove the diskette from Drive 0 and insert the backup from Drive 1 in its place. Press reset. If the screen shows TRSDOS Ready, your backup was successful.



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